What is claimed is:

1. A gaming machine with which a combination-making game is performed, the combination-making game using a matrix which comprises a row with a row cell number of at least two and a column
5 with a column cell number of at least two, wherein the row cell number equals the column cell number so as to constitute the matrix containing a plurality of cells, each of which has an allocated symbol such that each corresponding cell becomes effective if the allocated symbol to the corresponding cell is selected by a main
10 lottery, the gaming machine being characterized to provide a benefit to a player depending on a pattern of cells being effective after a predetermined number of main lotteries, the gaming machine comprising:

a symbol allocating means for allocating symbols to the
15 respective cells such that at least one combination being composed of a same number of symbols as the row or column cell number matches a first predetermined winning combination with a first predetermined rank of the combination-making game under a predetermined condition so that the at least one combination is
20 aligned along a first line among lines contained in the matrix; and

a disbursement value determination means for determining amount of disbursement or a multiple number of a bet number of bets made by the player for disbursement depending on the first
25 predetermined rank of the combination of the combination-making game if all cells with allocated symbols along the first line so as to make the first winning combination become effective after

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the predetermined number of lotteries are made with the matrix having symbols allocated to the respective cells thereof.

2. The gaming machine according to Claim 1, wherein the combination-making game comprises a poker game and the row cell number of the matrix is five.

3. The gaming machine according to Claim 1, wherein the combination-making game comprises a mahjong game.

4. The gaming machine according to Claim 1, further comprising a betting means for betting game media in regard to the matrix;

wherein the first winning combination that is aligned along the first line and is composed of symbols allocated by said symbol allocating means causes the gaming machine to provide a benefit to the player and the benefit, which is more than a predetermined standard, is based on a disbursable number of the game media or the multiple number of the bet number of the game media the player has bet.

5. The gaming machine according to Claim 2, further comprising a betting means for betting game media in regard to the matrix;

wherein the first winning combination that is aligned along the first line and is composed of symbols allocated by said symbol allocating means causes the gaming machine to provide a benefit to the player and the benefit, which is more than a predetermined standard, is based on a disbursable number of the game media or the multiple number of the bet number of the game media the player has bet.

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6.   The gaming machine according to Claim 3, further comprising a betting means for betting game media in regard to the matrix;

wherein the first winning combination that is aligned along the first line and is composed of symbols allocated by said symbol allocating means causes the gaming machine to provide a benefit to the player and the benefit, which is more than a predetermined standard, is based on a disbursable number of the game media or the multiple number of the bet number of the game media the player has bet.

7.   The gaming machine according to Claim 4,

wherein said symbol allocating means allocates symbols to the respective cells of the matrix such that the matrix contains a second line being constituted of a second combination with a second rank of the combination-making game;

wherein said betting means allows the player to bet game media on the first and/or second lines; and

wherein the gaming machine comprises an effective line determination means for determining whether the first and/or second lines are applicable to disbursement of game media in accordance with a bet number of game media the player has bet if all cells of the first and second lines become effective.

8.   The gaming machine according to Claim 1, further comprising a preliminary cell validation means for making at least one cell contained in the matrix effective in accordance with a result of a preliminary lottery performed prior to said main lottery.

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9. The gaming machine according to Claim 2, further comprising a preliminary cell validation means for making at least one cell contained in the matrix effective in accordance with a result of a preliminary lottery performed prior to said main lottery.

10. The gaming machine according to Claim 3, further comprising a preliminary cell validation means for making at least one cell contained in the matrix effective in accordance with a result of a preliminary lottery performed prior to said main lottery.

11. The gaming machine according to Claim 4, further comprising a preliminary cell validation means for making at least one cell contained in the matrix effective in accordance with a result of a preliminary lottery performed prior to said main lottery.

12. The gaming machine according to Claim 5, further comprising a preliminary cell validation means for making at least one cell contained in the matrix effective in accordance with a result of a preliminary lottery performed prior to said main lottery.

13. A program used in a gaming machine with which a combination-making game is performed, the combination-making game using a matrix which comprises a row with a row cell number of at least two and a column with a column cell number of at least two, wherein the row cell number equals the column cell number so as to constitute the matrix containing a plurality of cells, each of which has an allocated symbol such that each corresponding

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cell becomes effective if the allocated symbol to the corresponding cell is selected by a main lottery, the gaming machine being characterized to provide a benefit to a player depending on a pattern of cells being effective after a predetermined number of main lotteries, the program comprising the steps of:

creating the matrix having symbols allocated to the respective cells such that at least one combination being composed of a same number of symbols as the row or column cell number matches a predetermined winning combination with a predetermined rank of the combination-making game under a predetermined condition so that the at least one combination is aligned along a line among lines contained in the matrix;

storing cells of the matrix being made effective by the predetermined number of main lotteries; and

determining amount of disbursement or a multiple number of a bet number of bets made by the player for disbursement depending on the predetermined rank of the winning-stored combination of the combination-making game if the stored cells form the winning-stored combination.

14. The program according to Claim 13, wherein the combination-making game comprises a poker game and the row cell number of the matrix is five.

15. The program according to Claim 13, wherein the combination-making game comprises a mahjong game.

16. A server, connectable via a communication line to gaming machines, with each of which a combination-making game is performed, the combination-making game using a matrix which comprises a row

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with a row cell number of at least two and a column with a column cell number of at least two, wherein the row cell number equals the column cell number so as to constitute the matrix containing a plurality of cells, each of which has an allocated symbol such

5   that each corresponding cell becomes effective if the allocated symbol to the corresponding cell is selected by a main lottery, each gaming machine being characterized to provide a benefit to a player depending on a pattern of cells being effective after a predetermined number of main lotteries, the server comprising:

10   a symbol allocating means for allocating symbols to the respective cells such that at least one combination being composed of a same number of symbols as the row or column cell number matches a predetermined winning combination with a predetermined rank of the combination-making game under a predetermined condition so

15   that the at least one combination is aligned along a line among lines contained in the matrix; and

        a disbursement value determination means for determining amount of disbursement or a multiple number of a bet number of bets made by the player for disbursement depending on the

20   predetermined rank of the combination of the combination-making game if all cells with allocated symbols along the first line so as to make the winning combination become effective after the predetermined number of lotteries are made with the matrix having symbols allocated to the respective cells thereof.

25   17.   A gaming machine being connected to the server according to Claim 16 via said communication line, comprising:

        communicating means for communicating via said communication

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line with the server and

displaying means for displaying progress of the game to the player.

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